



PAL

TOMB RAIDER™



CORE

featuring
LARA CROFT

EIDOS
INTERACTIVE

PlayStation®

Precautions

● This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it. ● This disc conforms to PlayStation® specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation®. ● Read the PlayStation® Instruction Manual carefully to ensure correct usage. ● When inserting this disc in the PlayStation®, always place it label side up. ● When handling the disc, do not touch the surface. Hold it by the edge. ● Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. ● Do not leave the disc near heat sources or in direct sunlight or excessive moisture. ● Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

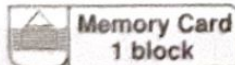
PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Nos. and Games Hotline Nos.

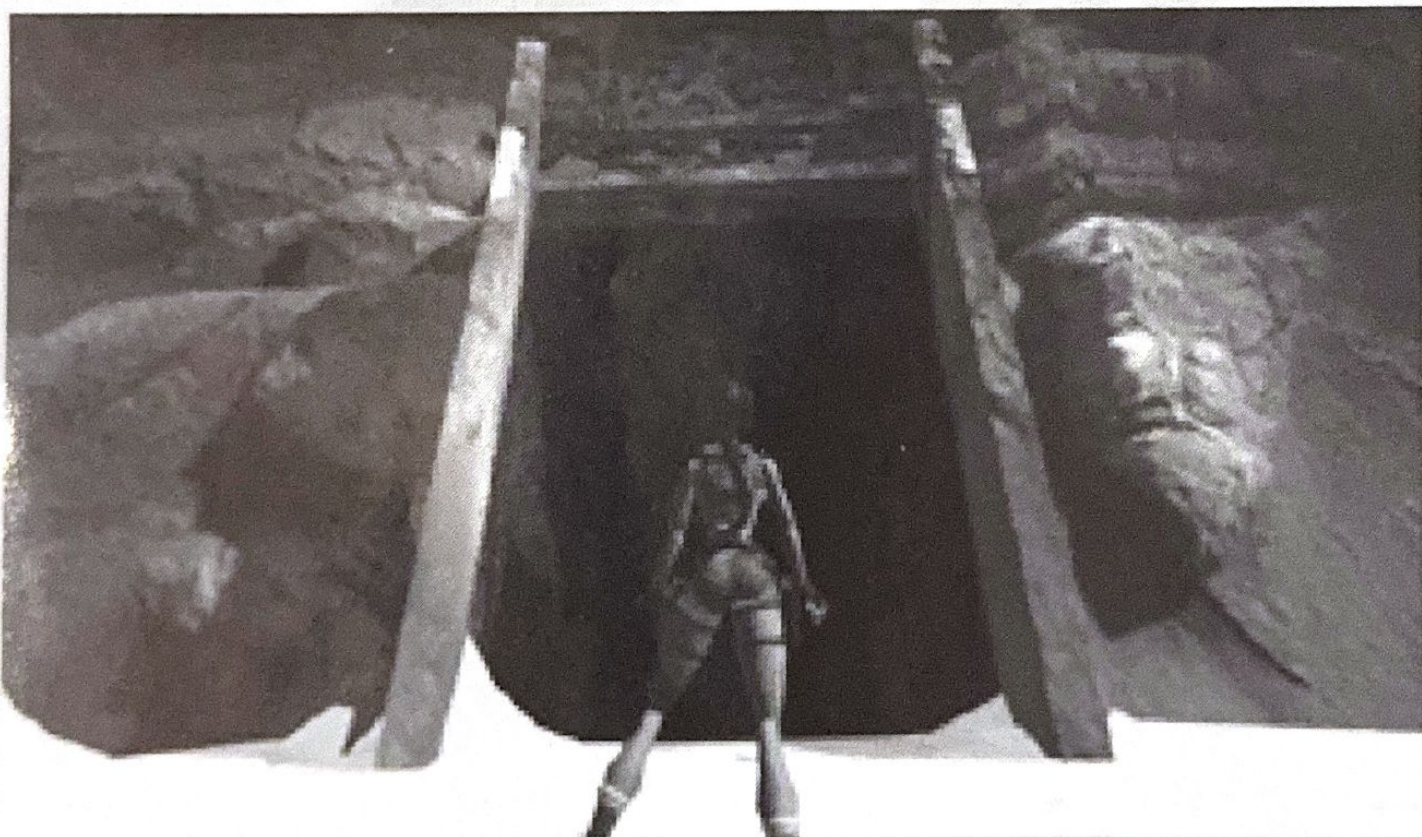
™ & © 1996 Core Design Limited. All Rights Reserved. For home use only. Unauthorised copying, adaptation, rental, lending, re-sale, arcade use, charging for use, broadcast, cable transmission, public performance, distribution or extraction of this product or any trademark or copyright work that forms part of this product are prohibited. Published by Eidos Interactive Limited. Developed by Core Design Limited.

Library programmes © 1993-1999 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe.



INTRODUCTION

Lara Croft, daughter of Lord Henshingly Croft, was raised to be an aristocrat from birth. After attending finishing school at the age of 21, Lara's marriage into wealth had seemed assured, but on her way home from a skiing trip her chartered plane had crashed deep in the heart of the Himalayas. The only survivor, Lara learned how to depend on her wits to stay alive in hostile conditions a world away from her sheltered upbringing. 2 weeks later when she walked into the village of Tokakeriby her experiences had had a profound effect on her. Unable to stand the claustrophobic suffocating atmosphere of upper-class British society, she realised that she was only truly alive when she was travelling alone. Over the 8 following years she acquired an intimate knowledge of ancient civilisations across the globe. Her family soon disowned their prodigal daughter, and she turned to writing to fund her trips. Famed for discovering several ancient sites of profound archaeological interest she made a name for herself by publishing travel books and detailed journals of her exploits.



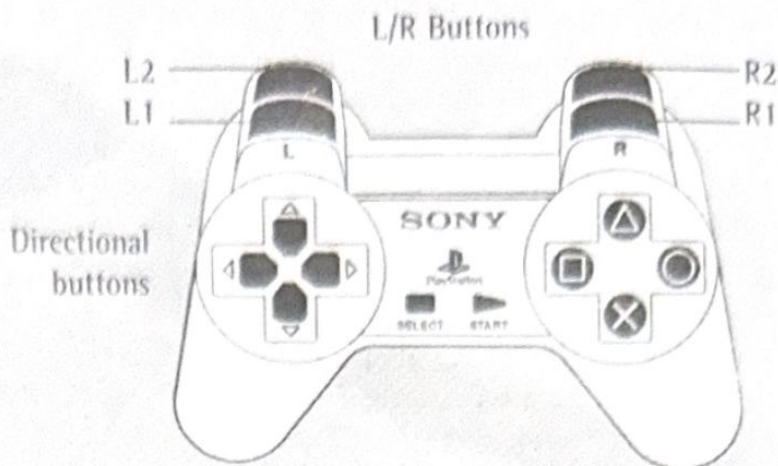
IN-GAME CONTROLS

Directional Buttons

Up	Run Forward
Down	Jump Back
Right	Turn Right
Left	Turn Left

	Button	Action
	Button	Jump
	Button	Draw Weapon
	Button	Roll

L1 Button	Look
L2 Button	Side Step Left
R1 Button	Walk
R2 Button	Side Step Right
START Button	Pause / Unpause
SELECT Button	Displays Menu Rings



MENU RING CONTROLS

Use Up and Down on the Directional buttons and Cross Button to select throughout all menus. The START or Cross Buttons also quits FMV.

Use Right and Left on the Directional buttons to toggle through individual category options.

Use the Square Button within the Menu screens to take you back to the previous screen until you arrive back at the Title Screen.

STARTING THE GAME

It is advised that you do not insert or remove peripherals or Memory cards once the power has been turned on.

Following a short introductory FMV sequence you will be presented with the:

Passport - main game options

The passport allows you to start a new game or load a previously saved game.

Press action (Cross Button) and the passport will flip open.

Pressing right and left flips you through the pages of the passport.

The first page allows you to choose and load a previous save game.

The middle pages will start a new game.

Polaroid - Lara's Home.

Choose the Polaroid to access the interactive training level. Lara will explain how the game controls work. To exit the Gym press the SELECT Button and use the exit option within the passport.

Sunglasses

The sunglasses allow you to re-centre the game screen on your TV.

Use the Directional buttons and press Cross Button to select.

Personal Stereo - sound effects and music

Press action on the Personal Stereo, and you will be presented with two bars, the lower bar sets sound effects volume, the top bar sets music volume.

Press up and down to toggle between sound and music

Press left and right to adjust volume.

Controller - Control configuration

Use Right and left to scroll through the three pre-set control configurations, press Action (Cross Button) to select

ACTIONS

Moving

Running

Pressing Up moves Lara forward at a running pace

Pressing Down makes Lara jump back a short distance.

Pressing Left or right turns Lara Left or right.

Walking

By pressing the walk button (R1) in conjunction with the Directional buttons, Lara can carefully walk forwards or backwards. While the walk button (R1) is held down, Lara will not fall off any edge. If you walk up to an edge Lara will automatically stop.

Side Steps

Side step Left (L2) and right (R2) buttons do exactly as you might imagine.

Roll

Selecting Roll (Circle Button) will make Lara dive forward, and finish up facing the opposite direction.

Jumping

Lara can jump in any direction, to evade her enemies.

Press the jump button (Square Button) and Lara will jump straight up into the air

If you press a direction immediately after pressing jump (Square Button), Lara will jump in that direction.

Swimming



Blue 'Breath Bar': this bar reduces the longer Lara stays underwater, if you let it run down completely the brown health bar will appear, if you do not reach the surface before this bar expires Lara will drown.

Underwater

If Lara finds a pool of water, she can jump in, and have a jolly good swim around. Lara can hold her breath for about two minutes, if she is still underwater after that she'll drown.

Pressing Up Down Left or Right makes Lara rotate in that direction.

Pressing Jump (Square Button) makes Lara swim.

Lara can pull levers and pick up objects under water. Just position Lara as close as you can and press action. (Cross Button)

Swimming on the surface

Left and Right will rotate her, and Up and Down make her swim in those directions. You can also use the side step actions (L2 and R2) to swim Left or Right when on the waters surface.

Pressing jump (Square Button) will make Lara dive under the surface again, pressing action (Cross Button) when Lara is close to an edge will make her climb out.

Attacking



Number of bullets left: standard guns have an infinite number of bullets

Health Bar: this decreases as you are attacked by your enemies or injured by falling

Lara starts the game carrying two pistols. Later in the game she may find some extra weapons.

Shooting

Press draw (Triangle Button) and Lara will draw her guns. If Lara sees some thing she doesn't like the look of she will point her guns at it.

If there are multiple enemies, Lara will lock on to different targets, choosing the best one as she sees fit.

Pressing action (Cross Button) while Lara is aiming at something will assign that enemy as the current target. It will remain as the current target indefinitely while the action button (Cross Button) is held Down, regardless of whether or not Lara loses her lock.

While the action button (Cross Button) is held, Lara will only fire at the current target, ignoring any other enemy in the vicinity. If Lara loses sight of the enemy, she will break her lock, but that enemy will still be assigned as the current target.

The camera will track the current target, so even if Lara loses sight of it, you can still see where it is. To make Lara continue shooting the current target after she has lost her lock, simply point her in the right direction, and bob's your uncle.

If you want to shoot a different enemy, simply let go of action (Cross Button), and Lara will pick a new target.

While you have your guns out, Lara can no longer do anything that would involve the use of her hands. These are as follows:

Vaulting

If Lara is faced with an obstacle that she can climb over, pressing forward and action (Cross Button) will make her vault onto it.

Grabbing hold

If Lara is near to a ledge while she is jumping, pressing and holding the action button (Cross Button) will allow her to grab the ledge in front of her and hang there.

Press Left or Right, and Lara will shimmy sideways.

Pressing Up will make Lara climb up to the level above.

Let go of action (Cross Button) and Lara will drop.

Picking objects up

Lara can retrieve objects and store them in her inventory.

Position Lara so that the object you want to retrieve is in front of her feet.

Press the action button (Cross Button) and she will pick it up.

Using switches

Position Lara so that the switch is in front of her.

Press the action button (Cross Button) and she will use it.

Using Puzzle Items/Keys

Position Lara so that the object receptor is in front of her.

Press the action button (Cross Button) and the item ring will appear. Left and Right will allow you to select the object you want to try, and pressing action (Cross Button) again will use it.

Pushing/Pulling Objects

Lara can push certain blocks around and use them to climb up to greater heights.

Stand in front of the block and hold Down action (Cross Button), Lara will get into her ready stance.

Once she is ready, press Down to pull the block, and Up to push it, if you decide you no longer wish to carry on with this task, simply release the action button (Cross Button).

Looking around

pressing the look button (L1) will return the camera to directly behind Lara, whatever the camera is currently doing.

With the look button (L1) held down, the Directional buttons allow Lara to look around her. Once you let go of the button, the view returns to normal. (tip- if you are trying to line Lara up for a jump, and the camera is in an awkward position, pressing just the look button (L1) on it's own will show you exactly what direction she is facing.)

IN GAME MENU RINGS

Whilst in-game pressing SELECT button will display the Menu Rings

Press Left and Right to rotate the menu ring.

Press action (Cross Button) to use or select the foremost item ready for use.

Press Up or Down to swap between Inventory, Items and Options rings (see menu ring for details of the options available.)

Press Triangle or Circle Buttons to deselect an item, press SELECT button again to exit the Menu Rings

Inventory Ring

Weapons

The pistols are, by default, selected and ready to use. If you have found any extra weapons simply select them and press action (Cross Button). You can also see how much ammo is available to you here.

Small Medi Pack

Using a small medi pack will restore 1/2 of Lara's health.

Large Medi Pack

Using a Large Medi Pack will fully restore Lara's health.

Items Ring

Lara will find some objects that may be useful in puzzles, and if collected this is where they are stored.

Options Ring

Passport

Here the options open to you are Restart level, Load game or Quit to Title Screen.

Sunglasses and Personal Stereo

In both of these cases, for usage descriptions refer to Starting the Game as they do exactly the same as described there.

SAVE GAME

Make sure there is enough free blocks on your Memory card before commencing play.

Please note that if you do not have a memory card you will be unable to save your game.

Collecting a Save Game Beacon, a revolving diamond, by picking them up will save your current game at that point. At the end of the level you will be prompted as to whether you wish to save your game here, if you choose to do so then your current mid-level save game will be overwritten. All successfully completed levels will be saved and available for loading.

Your full game configuration will be saved within the Save Game.

LOAD GAME

To load a previously save game proceed to the Menu Ring select the Passport and choose and select the game you wish to load. A more detailed description of the Passport functions is given under Starting the Game - Passport.

STATISTICS SCREEN

At the end of each level you are presented with a Statistics screen, here you will be able to judge just how well you have performed.

At the successful completion of each level your health will be restored to 100%

If you die in-game you will be presented with the Passport Screen, here you will be given the opportunity to Load (a previously saved game), Restart (level) or Quit to the Title Screen.

CREDITS

Lead Programmer	Paul Douglas
Lead Graphic Artist	Toby Gard
Programmers	Jason Gosling Gavin Rummery
Graphic Artists	Heather Gibson Neal Boyd
Additional Programming	Derek Leigh-Gilchrist Andrew Howe Mansoor Nusrat
Additional Artwork	Lee Pullen Peter Barnard Stuart Atkinson Dave Pate
Music	Nathan McCree
Sound Effects	Martin Iveson
Script	Vicky Arnold
Original Concept	Toby Gard
Executive Producer	Jeremy H. Smith

EIDOS INTERACTIVE LIMITED WARRANTY

Eidos Interactive Ltd reserves the right to make changes and improvements to this product at any time and without notice. Eidos Interactive Ltd warrants to the original purchaser of this product that the physical medium on which the software program in this product is recorded will under normal use and conditions be free from material defects in materials and workmanship for a period of ninety (90) days from the date of purchase. The entire liability of Eidos Interactive Ltd under the limited warranty set out above will be at its sole option either to repair or to replace free of charge the product provided you return it in its original condition to the point of purchase with a copy of your receipt.

THIS LIMITED WARRANTY DOES NOT AFFECT YOUR STATUTORY RIGHTS. SUBJECT TO THE LIMITED WARRANTY ABOVE, THIS PRODUCT IS PROVIDED "AS IS" AND WITHOUT WARRANTY OF ANY KIND. TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, EIDOS INTERACTIVE LTD FURTHER DISCLAIMS ALL WARRANTIES (INCLUDING, WITHOUT LIMITATION, THOSE IMPLIED BY LAW, STATUTE, CUSTOM OR OTHERWISE) RELATING TO MERCHANTABILITY, SATISFACTORY QUALITY, AND/OR FITNESS FOR A PARTICULAR PURPOSE IN RESPECT OF THE PRODUCT.

Tomb Raider © & ™ 1996 Core Design Ltd. All Rights Reserved.

EIDOS INTERACTIVE CUSTOMER SUPPORT

If you require technical assistance, call the Technical Support helpline on:

0121 356 0831

or e-mail us on: **techsupp@eidos.co.uk**

All telephone charges incurred by you in connection with this facility will be met by you. Eidos Interactive shall pay postage costs in returning to you any program which is returned to Eidos Interactive by you under this agreement but shall not be responsible for postage costs incurred by you in returning the program to Eidos Interactive.

This product is exempt from classification under U.K. Law in accordance with the Video Standards Council Code of Practice. It is considered suitable for viewing by the age range(s) indicated

Customer Service Numbers

• **Australia** _____ 1902 262 662 _____

Calls charged at \$1.50 per minute.

Please call these Customer Service Numbers only for PlayStation Hardware Support.

• **Österreich** _____ 0450 199 000 500 _____

Der Anruf unter dieser Nummer kostet max. 41 Groschen/Sek.

Bei allen Fragen rund um die PlayStation kontaktieren Sie bitte den Kundenservice.

• **Belgique/België/Belgien** _____ 011 301 306 _____

Veuillez appeler notre service clientèle à ces numéros seulement pour une assistance technique concernant la PlayStation.

• **Danmark** _____ +45 33 26 68 20 _____

Åben Man-Tors 16.00-19.00

Du bedes ringe til dette kundeservicenummer for support til din PlayStation.

• **Suomi** _____ 0600 411 911 _____

"4,70 fim/min + ppm avoinna ark 17-21"

Solta näihin asiakaspalvelunumeroihin vain PlayStation-laitteistotukea varten

• **France** _____ 0803 843 843 _____

Veuillez appeler notre service clientèle à ces numéros seulement pour une assistance technique concernant la PlayStation.

• **Deutschland** _____ 01805 / 766 977 _____

Bei allen Fragen rund um die PlayStation kontaktieren Sie bitte den Kundenservice.

• **Greece** _____ (00 301) 6777701 _____

Παρακαλούμε να καλείτε αυτά τα Τηλέφωνα Εξυπηρέτησης Πελατών μόνο για τεχνική υποστήριξη για την κονσόλα PlayStation

• **Ireland** _____ (01) 4054022 _____

Please call these Customer Service Numbers only for PlayStation Hardware Support.

• **Italia** _____ 147 828384 _____

Chiamare i numeri dell'assistenza clienti solo per problemi tecnici riguardanti l'hardware della PlayStation.

• **Nederland** _____ 0495 574 817 _____

Wij verzoeken u deze klantenservicenummers alleen te bellen indien u advies wilt vragen over PlayStation apparatuur.

• **New Zealand** _____ (09) 415 2447 _____

Please call these Customer Service Numbers only for PlayStation Hardware Support.

• **Norge** _____ 2336 6600 _____

• **Portugal** _____ (01) 318 7450 _____

Por favor, contacte os seguintes números do nosso Serviço de Atendimento ao Cliente se tiver alguma dúvida ou problema com qualquer produto de hardware PlayStation

• **España** _____ 902 102 102 _____

Por favor, llama a los siguientes números de nuestro Servicio de Atención al Cliente si tienes problemas con cualquier producto de hardware relacionado con la PlayStation.

• **Sverige** _____ 08-587 610 00 _____

Vänligen ring följande kundtjänstnummer enbart om problem uppstår på PlayStations programvara.

• **Schweiz/Suisse** _____ 0900 55 20 55 _____ Ein Anruf kostet Fr. 1. -/min.

Kinder und Jugendliche sollten vor dem Anrufen der Hotline die Eltern oder Erziehungsberechtigten um Erlaubnis fragen

• **UK** _____ 08705 99 88 77 _____

Please call these Customer Service Numbers only for PlayStation Hardware Support

Tomb Raider © Core Design Limited 1996.
Tomb Raider and Lara Croft TM Core Design Limited.
Published under license by Eidos Interactive Limited 2000.

SLES-00024

“” and “PlayStation” are trademarks of Sony Computer Entertainment Inc.

5032921014762



EIDOS
INTERACTIVE